

**Department of Code Enforcement**

1200 Madison Ave, Suite 100  
Indianapolis, Indiana 46225  
Phone: (317) 327-1291  
Email: Contractors@indy.gov



Department of Code Enforcement  
**Indianapolis**  
Gregory A. Ballard, Mayor

General Contractor License # \_\_\_\_\_

## RENEWAL GENERAL CONTRACTORS APPLICATION

☐ SOLE PROPRIETOR    ☐ PARTNERSHIP    ☐ CORPORATION    ☐ LLC

\_\_\_\_\_  
EXACT LEGAL NAME OF CORPORATION, LLC, PARTNERSHIP or SOLE PROPRIETOR'S BUSINESS NAME (DBA)

\_\_\_\_\_  
NAME OF SOLE PROPRIETOR, PARTNER, OR OFFICER OF CORPORATION/LLC

1. \_\_\_\_\_  
MAILING ADDRESS

2. \_\_\_\_\_  
PHYSICAL ADDRESS (REQUIRED IF MAILING ADDRESS IS PO BOX)

1. \_\_\_\_\_  
CITY/STATE/ZIP CODE

2. \_\_\_\_\_  
CITY/STATE/ZIP CODE

\_\_\_\_\_  
BUSINESS NUMBER

\_\_\_\_\_  
FAX NUMBER

\_\_\_\_\_  
HOME NUMBER

\_\_\_\_\_  
EMAIL ADDRESS

If you would like to make changes to your company's authorized agents, please use the separate Authorized Agent Form.  
(Remember to include agents/applicants who are authorized to submit permits over the internet, if your company subscribes to LOGO Indiana)

**\*\*FOR SOLE PROPRIETORS OR PARTNERSHIPS WITH NO EMPLOYEES, PLEASE READ AND SIGN BELOW:\*\***

Please be advised that \_\_\_\_\_ has/have no employees at this time. If in the future employees are hired, a certificate of insurance reflecting a policy of workman's compensation will be provided.

Signature \_\_\_\_\_ Date \_\_\_\_\_

This application must be signed and dated. Signature indicates the information is complete and accurate. Contractors are responsible for maintaining current listing information, in addition to submitting proof of current general liability coverage, workman's compensation coverage if applicable, and surety bond coverage before performing any work in the Consolidated City of Indianapolis.

\_\_\_\_\_  
SIGNATURE OF OFFICER, PARTNER, OR SOLE  
PROPRIETOR RESPONSIBLE FOR LISTING

\_\_\_\_\_  
DATE

**FOR OFFICE USE ONLY**

\_\_\_\_\_  
License #

\_\_\_\_\_  
Processed by

\_\_\_\_\_  
Date